associating the generated computer game with a user identifier for providing access to the computer game to the remote computer, wherein the computer game is capable of being played at the remote computer.

15.   The method for allowing a remote computer to create, edit and access a computer game stored on an online puzzle system as defined in Claim 14, wherein the computer game is a puzzle.

16.   The method for allowing a remote computer to create, edit and access a computer game stored on an online puzzle system as defined in Claim 14, wherein the computer game is a crossword puzzle.

17.   The method for allowing a remote computer to create, edit and access a computer game stored on an online puzzle system as defined in Claim 14, wherein the user identifier is capable of being associated with a plurality of generated computer games.

18.   The method for allowing a remote computer to create, edit and access a computer game stored on an online puzzle system as defined in Claim 14, wherein the system further includes an application service script module for processing application server script functions.

19.   The method for allowing a remote computer to create, edit and access a computer game stored on an online puzzle system as defined in Claim 14, further including using a movie module to generate interactive puzzles, the interactive puzzles being viewable by the remote computer.

20.   The method for allowing a remote computer to create, edit and access a computer game stored on an online puzzle system as defined in Claim 14, further including generating and displaying interactive content using data extracted from the system with an embedded HTML module.

21. An online gaming system accessible by a remote computer, comprising:

user data and game data which is capable of being sent, received and modified by the remote computer;

a database capable of storing the user data and the game data; and

design rules for generating a computer game based on the game data; and

wherein the user data is associated with the computer game and used to provide access to the computer game and wherein the computer game is capable of being played at the remote computer.

22. The system according to Claim 21, wherein the computer game is a puzzle.

23. The system according to Claim 21, wherein the computer game is a crossword puzzle.

24. The system according to Claim 21, wherein the system further includes an HTML module, the HTML module allowing the system to process standard hypertext protocol functions.

25. The system according to Claim 21, wherein the system further includes a multimedia module, the multimedia module allowing the system to send animation and sound content to the remote computer.

26. The system according to Claim 21, wherein the system further includes an application server script module for processing application server script functions.

27. The system according to Claim 21, wherein the system further includes a movie module, the movie module allowing the system to generate interactive games that are viewable by the remote computer.

28. The system according to Claim 21, wherein the system further includes an embedded HTML module, the embedded HTML module allowing the system to dynamically display